

LEAGUE RULES - SECTION FIVE T20 RULES & REGULATIONS

A standard game will feature 1 innings of 20 overs per side,, which maybe adjusted for weather purposes, (details later in these rules).

No bowler shall bowl more than 4 overs, or if reduced, no more than 20% of the total numbers of overs available Irrespective of rain interruptions mid over the interrupted over must be completed on resumption of play.

Declarations are NOT permitted.

During the interval, the Captain of the side batting second can request for the pitch to be rolled for no longer than 4 minutes. Drink intervals are not permitted.

A full innings of 20 overs, shall not exceed 1 hour 15 minutes.

If the team batting first is dismissed in fewer than 20 overs, the team batting second shall be entitled to bat for 20 overs.

The competition will (dependant on the number of teams registering to participate) consist of mini leagues, with the winners, and runners-up progressing to the Quarter Final stage and a subsequent Finals Day. The competition will be optional for all GG&G DCCL clubs.

The nominal playing day for the renationalised mini leagues will be Thursday evenings, and Saturdays.

The final four teams will meet at a single finals day, agreed by the Management Committee.

Three points will be awarded for a win, one point each for a tie or no-result, and no points for a loss.

If the match is conceded, the team conceding will receive no points, and their opponents 3. We ask all clubs to support each other, and thus ensure the best competition possible.

There will be a reserve date if all the games are cancelled, but a fixture can only be re-arranged once.

The final positions will be determined by the number of points accumulated when all teams have completed their group fixtures. If two or three teams have an equal number of points then the final positions will be determined by the respective overall run rates. If still equal, then the final positions will be determined by the points achieved in the matches between them.

All matches to start, no later than 6:15pm and clubs are encouraged to make every effort to play the game. For example, if rain is forecast by the Official and both teams are ready before 6:15, then there is no reason why play should not commence earlier than the stated time.

The Umpires will be appointed by the Management. The match fees will be £25 for each umpire if the game commences, and £10 if the game does not commence. No fee will be paid if the game is cancelled earlier in the day, resulting in the Umpires not being required to travel.

Coloured clothing can be worn if obtained by the clubs. Sightscreens MUST be white.

The approved pink match ball will be new (or nearly new) at the start of each innings. Suitable spare balls must be supplied. When playing time has been lost, the revised total number of overs for the game (time already played and time still available less any interval) should be based on a rate of 4 runs per over in the total time available to play. Any change to the overs for the game should ensure wherever possible, that both teams are given the opportunity to bat for the same number of overs.

To constitute a match, a minimum of 5 overs must be bowled to the team batting second, unless the result has already been determined.

If both Captains agree prior to the commencement of the match, that weather is likely to intervene, they may agree to start the match at the reduced number of overs, provided a minimum of 5 overs is to be received by each club.

During the knock-out stages, if the match is tied, then the team losing the fewer wickets will be the winner. If the result cannot be decided on wickets, then the winner will be the team with the highest score after 5 overs, (then 4 or 3 etc.).

Duckworth Lewis will be activated after 5 overs of the second innings.